Psx Rock Raiders

Reasons for not implementing 1st person display mode.

At present the 3D engine we have is not capable of displaying a true first person display as the near clipping plane is too far away from the camera. This can only be corrected by writing a whole 3D engine using low level code and accessing the hardware directly. This problem only came to light when we tried to implement the 1st person mode with sub-divided polygons, as this was required to stop the polygons at the front of the display from being clipped out of the scene if they came too close to the camera, but to use the sub-dividing functions require use of the GS library which does not have any facility to move the near clipping plane closer to the display.